

Cult

ADVENTURES

ELAKAS' POISON PACK

A collection of 6 magical items and 11
Poisons for DnD 5E for those wanting to
master Poison on the battlefield.

6 Utility items and 11 varieties of Poisons
created for end-game viable DnD 5e
Poisoner Builds.





CREDITS

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INTRODUCTION

A BIT OF BACKGROUND

This pack of items and poisons was originally created by Marc, our lead designer, for his player's assassin named Elakas in his own personal 5e game.

The items and poisons presented in this item pack aim to make a Poisoner build into a viable play-style from low-level to end-game.

Elakas' main focus was using poison in battle to inflict harm and debilitating effects to his enemies and supporting his party members.

This item pack is perfect for any player or DM intending to use poison on the battlefield.

The material covered in this item pack has been made into a setting agnostic format to be easy to use in any setting.

MAGIC ITEMS

POISONER'S AMULET

Amulet, (+1, +2 or +3)

Uncommon, rare or very rare
(requires attunement)

Many creatures resist poison; these amulets can remedy that. Metal will corrode, bones will weaken, and even undead and fiendish flesh will wither.

Poisoner's Charm: When attuned to this amulet, any poison damage you inflict ignores resistance to poison damage and reduces poison immunity to resistance.

Potent Poisons: When attuned to this amulet, the DC of any poison you apply is increased by 1, 2 or 3 depending on the rarity of the amulet.

ELAKAS' AMULET

Amulet, (+3)

Legendary (requires attunement)

Long ago, a long forgotten elven empire crafted these amulets for their best secret service operatives. An elven assassin that goes by the name of Elakas has been rumored to possess one of these ancient relics. Experts claim his techniques are strikingly similar to those of the elves of old. Could he be from this long forgotten age?

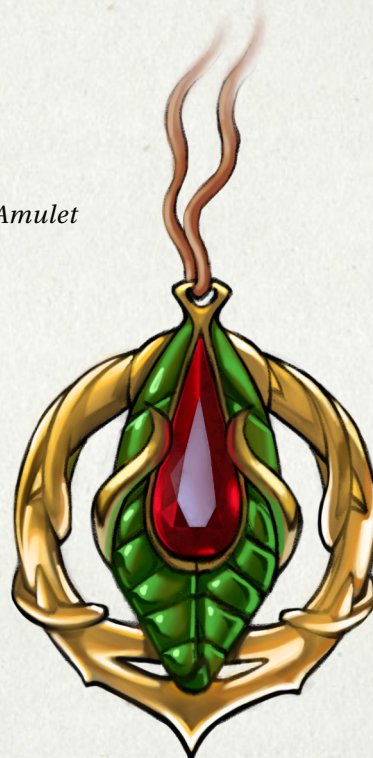
Poisoner's Charm: When attuned to this amulet, any poison damage you inflict ignores resistance to poison damage and reduces poison immunity to resistance.

Potent Poisons: When attuned to this amulet, the DC of any poison you apply is increased by 3. \

Protection against Poison: When attuned to this amulet, the you gain resistance against poison damage and an immunity to the poisoned condition.

Quick Application: When attuned to this amulet, the wearer can apply poison to its weapon as a bonus action.

Elakas' Amulet



POISONER'S POUCHES

DETAILS & RULES

One of the drawbacks of using poisons has always been acquiring the doses. Not only are they expensive, but they're a very dubious item to acquire. These magic pouches were created to remedy that.

ITEM DESIGN DETAILS

These pouches are made to give your poisoner a constant and predictable number of doses of poison over the course of the game. These pouches being free to use once acquired, relieve some of the financial strain and other difficulties of acquiring new doses of poison. Since the pouch needs doses of poison to replicate, it allows you as the DM to provide new poison types as rewards for your players that act as permanent upgrades instead of a one-off consumable. The pouches are meant to function with poisons from this pack and the ones described in the *Dungeon Master's Guide* sourcebook.

Depending on your preference and the pacing of your campaign, it may be necessary to limit the number of doses that can be carried by the party. A limitation that this pack game designer used in his own game was to limit the number of doses to 4 per poison type to encourage using a variety of poison types. Ultimately it is your choice as a the GM to limit or not the quantity of poison doses the pouches can replicate.

GENERAL RULES FOR THE POISONER'S POUCHES

Requirements: Using a poisoner's pouch of any rarity requires the character to be proficient with the poisoner's kit.

Limitations: Depending on the rarity of the pouch, it may have some limitation in what it can replicate or the quantity it can replicate.

The replicated poison doses are magical in nature

and will spoil if they are 1 mile away from the pouch that replicated them. The replicated poisons are hard to differentiate from an original but a successful DC 20 Intelligence check with a poisoner's kit can identify it as a replica.

Number of Compartments: Each pouch has a certain number of compartments. You can use an action to have a compartment replicate a dose of a given poison. For example, if you insert a dose of wyvern poison into a compartment, a second dose of wyvern poison will be created by the pouch. A replicated poison dose cannot be replicated by a poisoner's pouch and a single poison dose cannot be replicated again until the next dawn.

Pouch Recharge: A character can only use one poisoner's pouch per long rest no matter how many they possess. A pouch compartment cannot be used again to replicate a dose of poison until the next dawn.

BASIC POISONER'S POUCH

Pouch

Uncommon

A simple pouch that looks like any other regular leather pouch.

Limitations: This pouch can only replicate poisons that are worth less than 1500 gold.

Number of Compartments: This pouch has 1 compartment for the replication process.

POISONER'S POUCH

Pouch

Rare

This poisoner's pouch of good quality resembles a leather work belt with 3 pouches. Simple yet effective.

Limitations: This pouch can only replicate one dose of poison that is worth 1500 gold or more. It regains the ability to do so after the next dawn.

Number of compartments: This pouch has 3 compartments for the replication process.

POISONER'S POUCH OF THE ASSASSIN

Pouch
very Rare

This pouch could be mistaken for a backpack. While it features impressive capabilities of replication, its size can make it cumbersome.

Limitations: This pouch can only replicate up to three doses of poison that is worth 1500 gold or more. It regains the ability to do so after the next dawn. When replicating poison worth less than 1500 gold, it creates 2 additional doses instead of 1.

Number of compartments: This pouch has 6 compartments for the replication process.

ELAKAS' POISONER'S POUCH

Pouch
Legendary

A poisoner's pouch that functions like a bag of holding, able to hold great quantities of poison in very little space. This pouch has been crafted by an ancient elven empire, being even marked by an insignia of their secret service.



Elakas' Poisoner's Pouch

Limitations: When replicating poison worth less than 1500 gold, it creates 2 extra doses instead of 1.

Number of compartments: This pouch has an unlimited number of compartments but can only replicate 1 dose of each variety of poison until the next dawn. For example, after replicating wyvern's poison, wyvern's poison cannot be replicated again until the next dawn.

NEW POISON VARIETIES

POISONS

While the wyvern and purple worm poison are classics, they are far from the only poisons you should have in stock if you intend to call yourself a Master Poisoner. Here is a list of poisons I compiled that should help any trainee improve their knowledge of poisoning.

Elakas, Master Poisoner

Item	Type	Price per Dose
Judgment of the Undead	Contact explosion	400 gold
Kerion Cobra Venom	Injury	400 gold
Mage Slayer Venom	Contact	600 gold
Sparkling Venom	Injury, Contact special rule	1,300 gold
Snakemen Venom	Contact	1,600 gold
Sudden Death Poison	Injury	1,800 gold
Touch of the Trickster God	Contact	2,000 gold
Ma'al's Touch	Contact explosion	3,000 gold
Pestilent Shroud	Contact explosion	5,000 gold
Titan's Venom	Injury	10,000 gold
Elakas' Special Recipe	Injury	10,000 gold

JUDGMENT OF THE UNDEAD

(Contact explosion)

This poison was developed by a holy order that hunts undead creatures. While they keep the recipe secret, they are willing to sell doses of this poison to anyone who wants to engage the undead forces in battle. I managed to learn that holy water and some sort of incantation are part of the recipe, but I have yet to discover the exact formula... not that it matters given how cheaply they sell this item.

Elakas, Master Poisoner

Price: 400 gold

Save DC: DC 13 constitution saving throw, undead creatures have disadvantage against this save.

Damage: 4d6 necrotic damage or half as much on a successful save, the damage of this poison cannot be reduced by immunities or resistances.

Secondary effects: On impact, this poison explodes into a white mist, causing any creature within 10 feet of the target to also be affected by the poison.

GENERAL RULES FOR CONTACT EXPLOSION POISONS

Contact explosion poisons act as contact poisons but have the additional effect of causing an explosion of toxic mist on impact. The explosion happens around the original target regardless of if the attack hits or misses. The mist has to be in contact with it's target but does not have to be inhaled to function. These poisons often come bottled in vials that can be thrown at targets up to 20 ft away or attached to any sort of ranged projectile.



Judgment of the Undead

KERION COBRA VENOM

(Injury)

The cobras of the Kerion desert are some of the most venomous snakes in the world. For the average commoner, a bite of these snakes can cause instant death or knock them unconscious on the spot if they are lucky. This poison is very potent for its price and how easy it is to acquire if you talk to the right people. That being said, I would not call this venom reliable if you intend to poison more powerful foes. Regardless, an essential one to have.

Elakas, Master Poisoner

Price: 400 gold

Save DC: DC 9 constitution saving throw.

Damage: 10d6 poison damage or half as much on a successful save.

Secondary effects: None

MAGE SLAYER VENOM

(Contact)

The black market has recently started selling this substance called mage slayer venom. While they call the substance a venom, from what I could gather it is a purely magical liquid that is made by magical means. The substance causes victims to have severe headaches, causing them to have trouble concentrating on their spells.

Elakas, Master Poisoner

Price: 600 gold

Save DC: DC 15 constitution saving throw

Damage: On a failed save, the creature takes 1 psychic damage at the start of its turn for 1 minute. This effect may be cured with any spell or feature

that can cure the poisoned condition like lesser restoration or greater restoration. While the mage slayer venom effects can be removed by effects that remove the poisoned condition, creatures that are immune to the poisoned condition are still susceptible to this effect.

Secondary effects: As long as the creature suffers from the mage slayer venom, it has disadvantage on any Constitution saving throws to maintain concentration on spells.

SPARKLING VENOM

(Injury, Contact special rule)

Apparently, this venom comes from a monstrosities in the southern hemisphere called Gargaloulle, giant frog-like monsters. Or at least that is what the exotic merchant told me when I bought it. Regardless of its origin, this venom has the interesting property of having a violent chemical reaction when it comes into contact with blood, causing violent acid burns. Dropping a few drops of blood into the vial makes sure that even if your target does not have blood, the chemical reaction will still hurt them.

Elakas, Master Poisoner

Price: 1,300 gold

Save DC: DC 15 constitution saving throw.

Damage: 2d6 poison damage and 5d6 acid damage or half as much on a successful save.

Contact special rule: If blood is added to the dose before applying the poison to your weapon, the poison becomes a contact poison instead of an injury poison.

Secondary effects: If the target has no blood and blood was not added to the dose before use, the acid damage is not applied.

SNAKEMEN VENOM

(Contact)

Most people talk of the snakefolk as if they were creatures of myths, only existing in stories; but these creatures are real, they're agents of the trickster god. The blessing they get from their god allows their venom to slow time itself, leaving their target vulnerable to their vicious attacks. It is much safer to acquire a dose of this substance on the black market than by killing one of the children of the trickster god.

Elakas, Master Poisoner

Price: 1,600 gold

Save DC: DC 16 constitution saving throw

Damage: 3d6 poison damage or half as much on a successful save

Secondary effects: On a failed save, the creature is affected by the spell Slow for its next two turns. There is no further save against this effect, but it may be dispelled.

SUDDEN DEATH POISON

(Injury)

It is said that the church dedicated to the god of death cultivates flowers that have a mystical connection to the afterlife. They use the flower's petals in a very dangerous concoction called the sudden death poison. While it is very lethal, this poison kills in a painless manner and for that reason it is often used in some countries for death sentences. Given that little is known about these flowers and how the death priests prepared the petals, most vials of this poison on the black market were meant for death sentences but were stolen.

Elakas, master poisoner.

Price: 1,800 gold

Save DC: DC 17 constitution saving throw.

Damage: On a failed save, the creature takes an amount of damage equal to 10% of its maximum hit points, up to a maximum of 50 damage. The damage from this poison is impossible to reduce in any way.

Secondary effects: If the creature fails the save and has 50 remaining hit points or less, it dies. The damage threshold is verified after the weapon's damage but before the poison's damage.

TOUCH OF THE TRICKSTER GOD

(Contact)

The church of the trickster god keeps the recipe of this poison a well-kept secret, only selling doses to those who might help their cause. I would advise you to acquire a dose and then use a poisoner's pouch to get more, they're not folks you want to mess with if you know what is good for you.

Elakas, Master Poisoner

Price: 2,000 gold

Save DC: DC 19 constitution saving throw.

Damage: None

Secondary effects: When a creature fails to save against this poison, it must roll a d6 and subtract the number rolled from any saving throw it makes against poisons, spells or other effects that inflict poison damage or the poisoned condition for the next minute.

MA'AL'S TOUCH

(Contact explosion)

Deep within the realms of the fey, resides the domain of the demi-god of fear and regrets: Ma'al. The plants in his domain are filled with its occult magic, radiating a crimson red magic that is toxic to the mind. Making powder out of the leaves or using the flower's pollen as poison can prove very powerful if a little chaotic. Once irradiated by the plant's magic, the subject enters a state of deep paranoia and delusion.

Elakas, Master Poisoner

Price: 3,000 gold

Save DC: DC 15 Wisdom saving throw

Damage: 6d6 psychic damage on a failed save.



Ma'al's Touch Flower

Secondary effects: On impact, this poison explodes into a crimson red mist, causing any creature within 10 feet of the target to also be affected by the poison.

On a failed save, the creature becomes frightened of every other creature other than itself for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PESTILENT SHROUD

(Contact explosion)

Powerful necromancers can rise from the dead wraiths of pestilence, powerful undead creatures that bring plagues everywhere they go. As these creatures die, they leave behind a shroud that is still plague ridden. Through a very complex and dangerous alchemical process, it is possible to make a poison out of this shroud without starting plagues everywhere you go. While it is very difficult to acquire, this item is an essential against anything that would usually resist your poisons; just make sure to replicate it with a pouch and never use your last dose.

Elakas, Master Poisoner

Price: 5,000 gold

Save DC: DC 21 constitution saving throw.

Damage: 2d6 poison damage or half as much on a successful save, the damage of this poison cannot be reduced by immunities or resistances.

Secondary effects: On impact, this poison explodes into a green mist, causing any creature within 10 feet of the target to also be affected by the poison.

On a failed save, the creature loses any resistance or immunity against poison damage for the next minute.

TITAN'S VENOM

(Injury)

Using a poisoner's kit, it is possible to produce this substance out of most gigantic creatures that produce some sort of venomous or poisonous substance. I produced my first dose of this substance from an ancient green dragon I killed during one of my contracts. Producing this substance is easy enough, all things considered, even for a beginner, if you know what you're doing with your poisoner's kit... The problem is acquiring the material to produce it.

Elakas, Master Poisoner

Price: 10,000 gold

Save DC: DC 20 constitution saving throw.

Damage: 20d6 poison damage on a failed save.

Secondary effects: None



Titan's Venom

ELAKAS' SPECIAL RECIPE

(Injury)

During my many contracts, I've met many creatures you could not even imagine exist. Through my experiences I have crafted this deadly cocktail. If you are interested in adding this one to your collection, seek me or my contacts out on the black market and bring the necessary funds. Keep your poisoner's pouch ready, I am not disclosing the ingredients anytime soon.

Elakas, Master Poisoner

Price: 10 000 gold

Save DC: DC 20 constitution saving throw

Damage: 2d6 poison damage and 1d6 psychic damage on a failed save.

Secondary effects: On a failed save, the creature suffers the following effects for 1 minute.

- It suffers from the poisoned condition. This poison ignores any immunity a creature may have to the poisoned condition.
- It has disadvantage on all saving throws.
- The creature takes 2d6 poison damage and 1d6 psychic damage at the start of each of its turns.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.